



# HTML5 vs. Flash

Where Flash isn't needed anymore



**Remy Sharp**  
**@rem**

**sometimes does**  
**flash-ing**

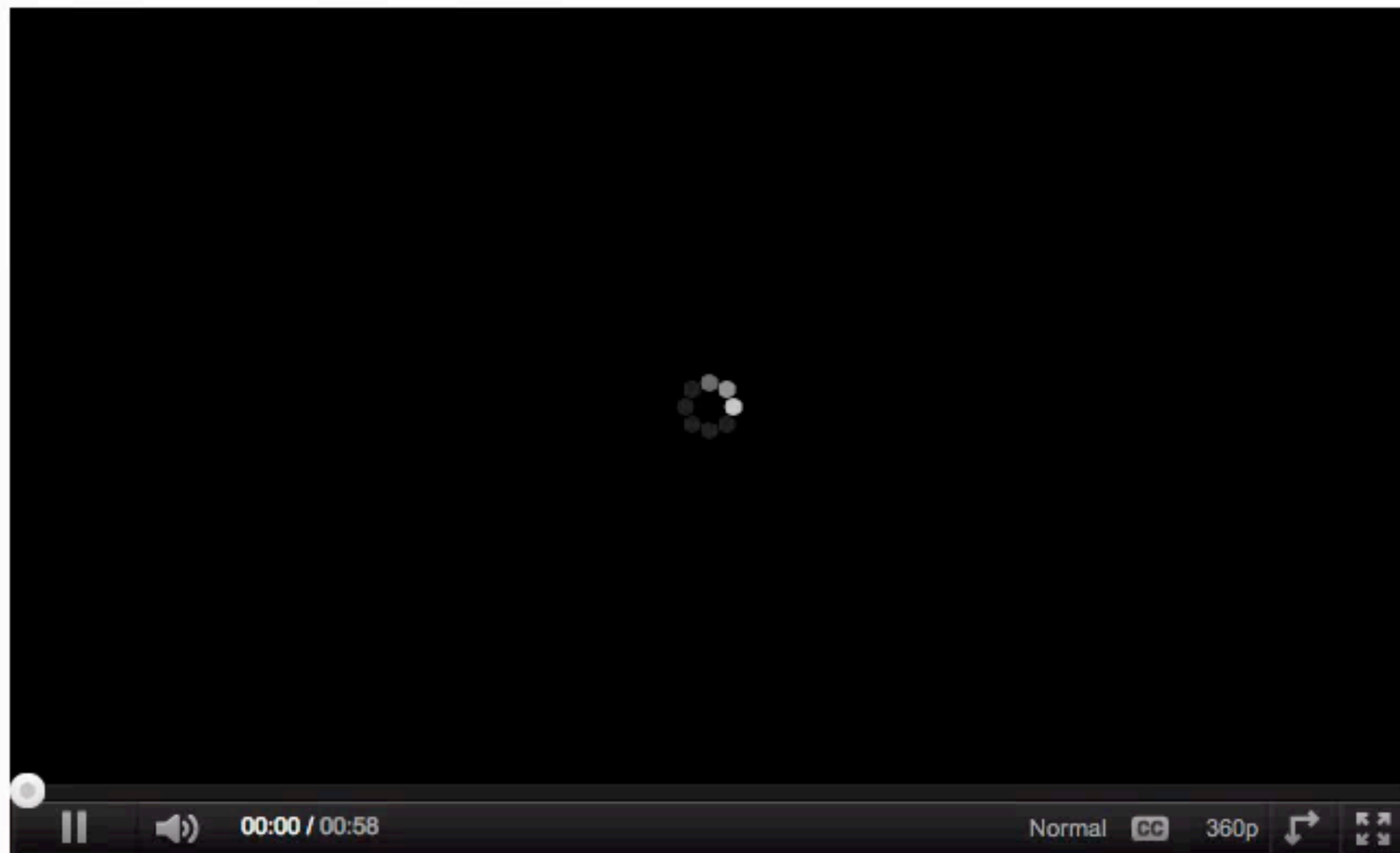
# O3D Beach Demo

Google

1,380 videos



Subscribe



## Suggestions

Google

by Goog

3,173,32

Google

by Goog

580,844

Your w

by Goog

747,986

Similar

by Goog

191,190

Google

- New

by Goog

42,020



Like



Add to



Share



634,618















La Senza presents The Cup S x



www.cupsizedchoir.com/?k=1



# THE UP SIZE CHOIR



▶ DECK THE HALLS



● RECORD YOUR TUNE



iPad

13:11

88%

Cup Size Choir

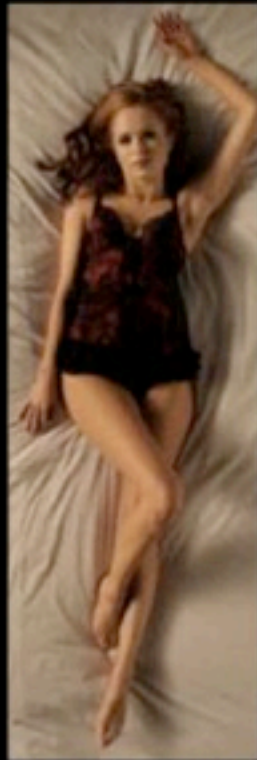


www.thesenzaplayer.html



Google

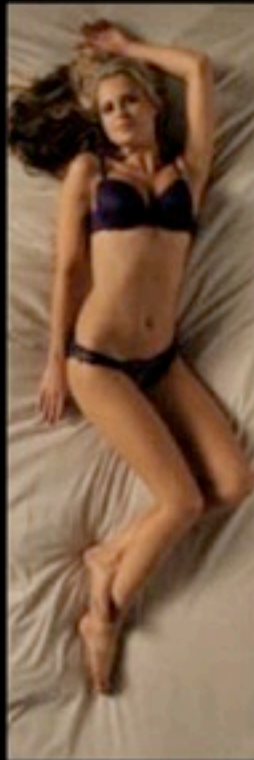
# THE CUP SIZE CHOIR



Victoriana Babydoll  
CLICK HERE TO  
BUY



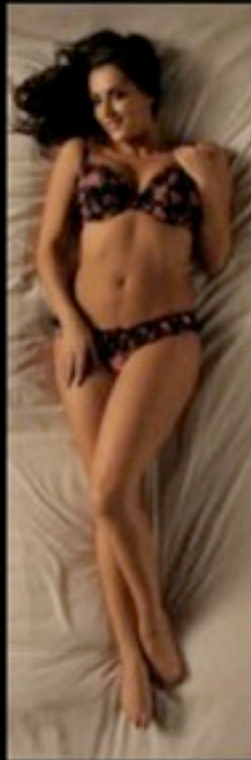
Stardust  
CLICK HERE TO  
BUY



Glamorous Lace Gel  
CLICK HERE TO  
BUY



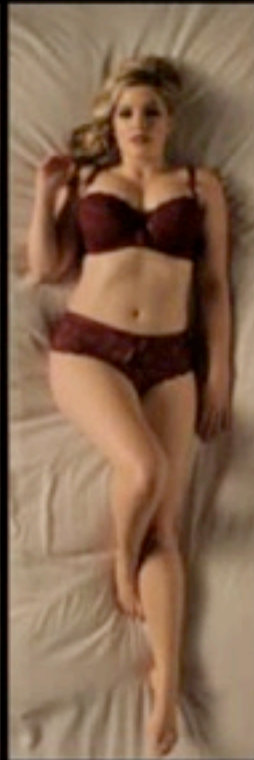
Rouched Silk Lace  
CLICK HERE TO  
BUY



Retro Ruffle Flower  
CLICK HERE TO  
BUY



Vienna Purple  
CLICK HERE TO  
BUY



Lucy Lace Mulberry  
CLICK HERE TO  
BUY



La SENZA

WATCH THE FILM



**1. video & Audio**

**2. Real-time**

**3. Graphics**



A vintage television set with a wooden frame and a shattered screen, sitting on a metal grate floor against a wall with floral wallpaper and plywood. The screen is cracked and broken, with a dark, irregular shape in the center. The text "video killed the radio Flash star?" is overlaid on the image in a white, bold, sans-serif font. The word "radio" is crossed out with a large, white, diagonal line.

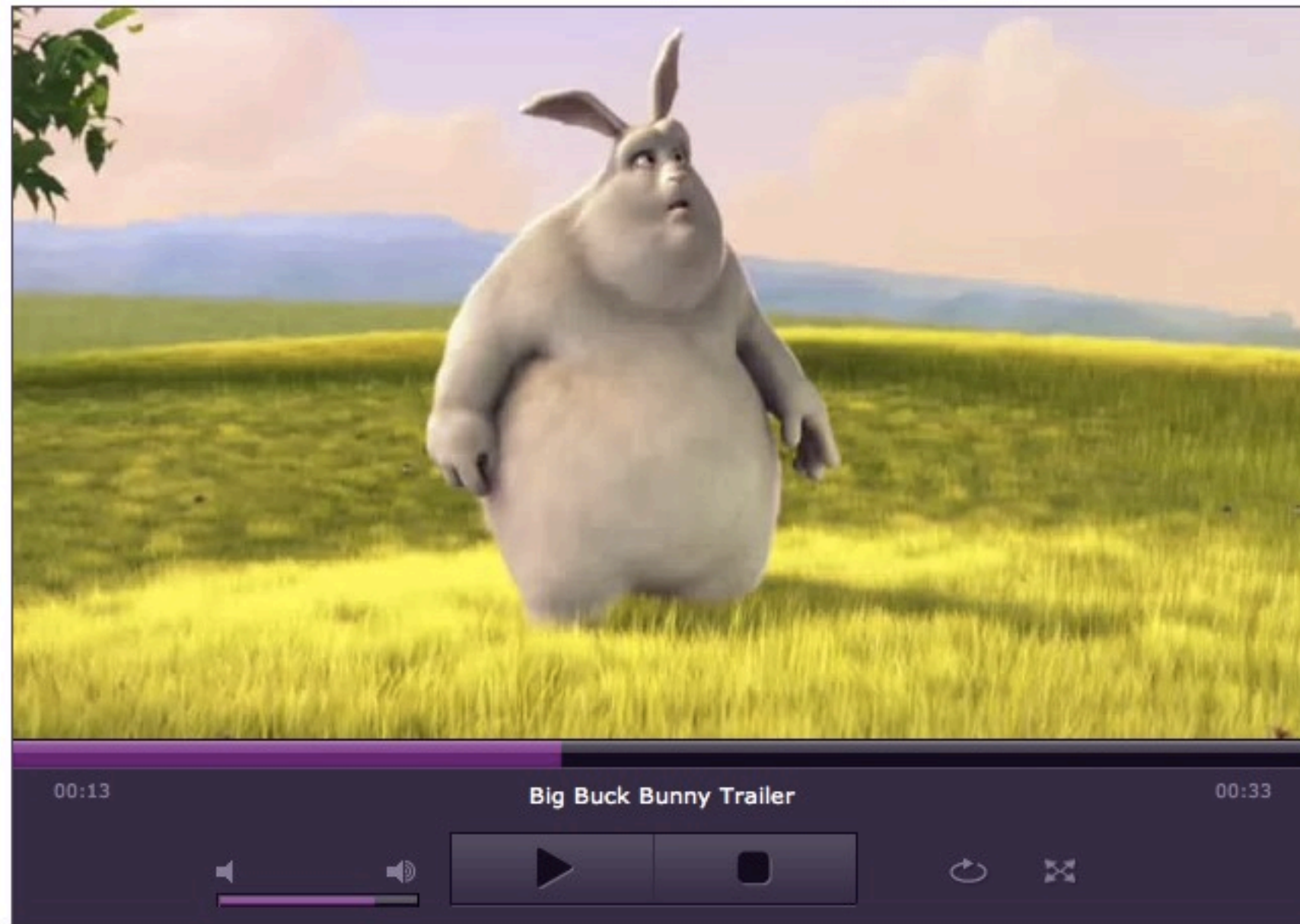
**video killed the  
~~radio~~ Flash star?**







# Who would jump to create another video player?





The background image shows a laboratory or workshop environment. It is filled with various pieces of equipment, including large glass vessels, metal stands, and complex tubing systems. Some of the glassware contains liquids of different colors, such as orange, blue, and green. There are also some mechanical components and what appear to be film reels or similar circular objects hanging in the background. The overall scene suggests a technical or scientific setting. Overlaid on this image is large, bold, white text that reads "IE9 & all others supported".

**IE9 & all others  
supported**

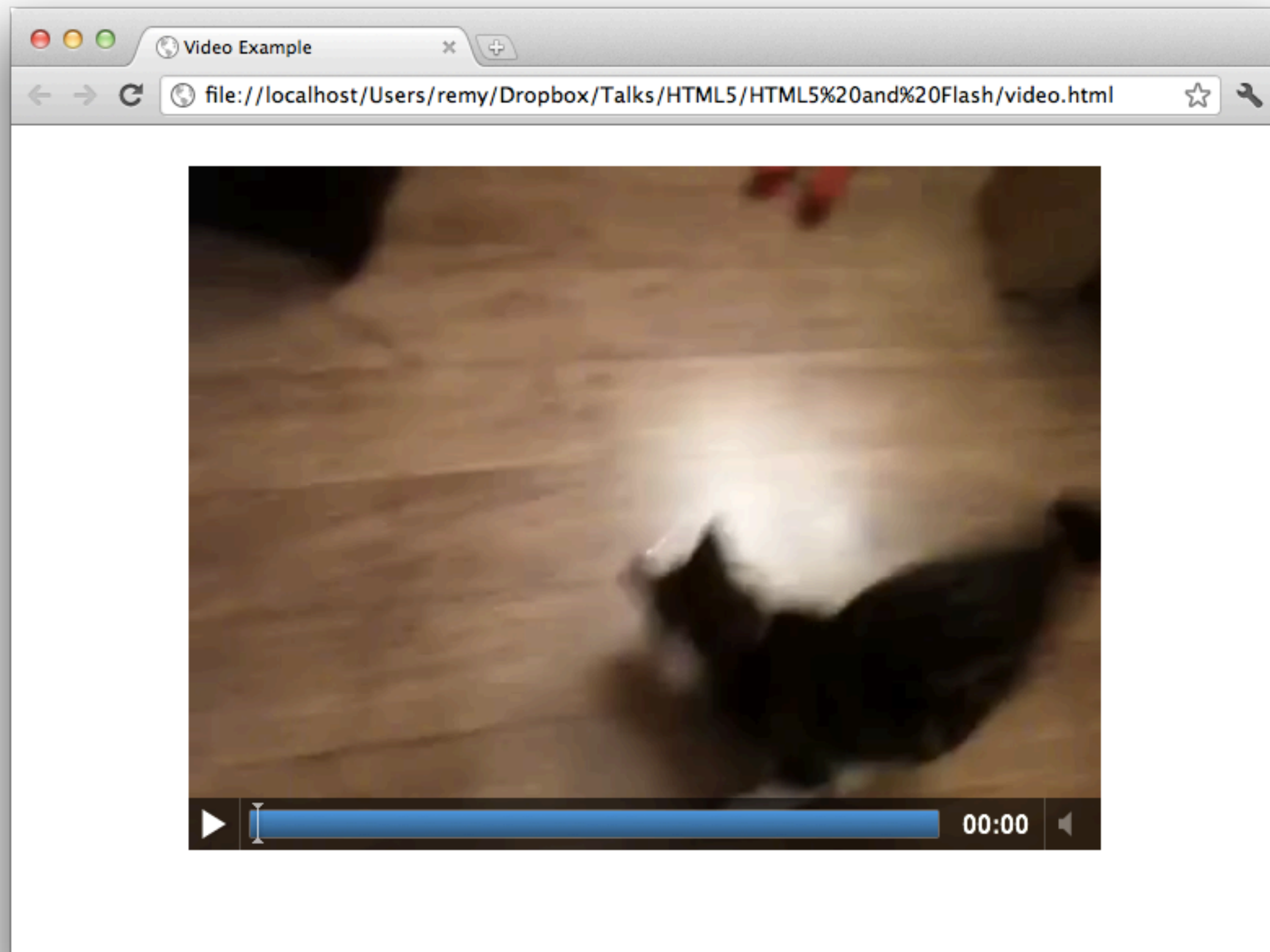


```
<video src="dizzy.mp4"></video>
```



```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset=utf-8 />
  <title>Video Example</title>
</head>
<body>
<video src="dizzy.mp4" controls></video>
</body>
</html>
```







# WATCH WHATEVER WHENEVER.



With Sony's Betamax SL-8600 video recorder, you can see any TV show you want to see anytime you want to see it.

Because Betamax, which plugs into any TV set and is easy to operate, can videotape a show up to three hours long (with the L-750 videocassette) while you're doing something else—even while you're out of the house, by setting the electronic timer.

It can also videotape something off one channel while you're watching another channel.

And remember, Sony has more experience in videorecorders than anyone (over 20 years!). In fact, we've sold more videorecorders to broadcasters and industry than any other consumer manufacturer. We even make our own tape.

For years you've watched TV shows at the times you've had to. Now you can watch them at the times you want to.

**SONY BETAMAX**  
THE LEADER IN VIDEO RECORDING

© 1978 Sony Corp. of America. SONY and Betamax are registered trademarks of Sony Corp.



```
<video src="dizzy.mp4" controls></video>
```



```
<video controls>
  <source type="video/mp4" src="dizzy.mp4" codecs="avc1.42E01E, mp4a.40.2">
  <source type="video/webm" src="dizzy.webm" codecs="vp8, vorbis">
  <source type="video/ogg" src="dizzy.ogv" codecs="theora, vorbis">
</video>
```

```
<video controls>
  <source type="video/mp4" src="dizzy.mp4">
  <source type="video/webm" src="dizzy.webm">
  <source type="video/ogg" src="dizzy.ogv">
</video>
```



```
<video controls>
  <source src="dizzy.mp4">
  <source src="dizzy.webm">
  <source src="dizzy.ogv">
</video>
```

```
<video controls>
  <source src="dizzy-hd.mp4" media="(min-device-height: 720px)">
  <source src="dizzy-regular.mp4">
  <...>
</video>
```



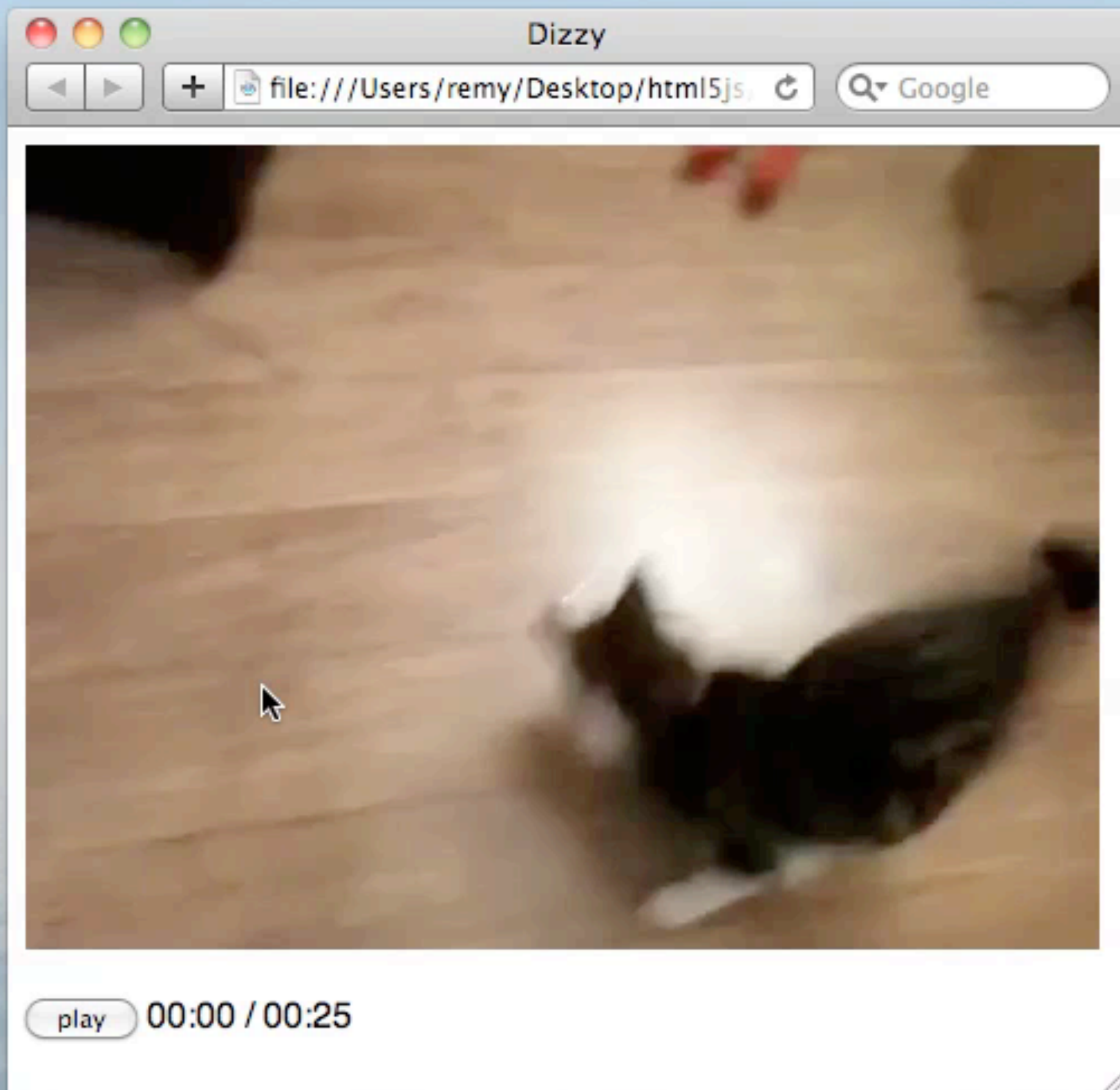
# Video for Everybody

```
<video width="640" height="360" poster="dizzy.jpg" controls>
  <source src="dizzy.mp4" type="video/mp4" />
  <source src="dizzy.web" type="video/webm" />
  <source src="dizzy.ogv" type="video/ogg" /><!--[if gt IE 6]
  <object width="640" height="375" classid="clsid:02BF25D5-8C17-4B23-BC80-D3488ABDDC6B"><![endif]--><!--[if !IE]><!-->
  <object width="640" height="375" type="video/quicktime" data="dizzy.mp4">
  <!--<![endif]-->
  <param name="src" value="dizzy.mp4" />
  <param name="showlogo" value="false" />
  <object width="640" height="380" type="application/x-shockwave-flash"
    data="player.swf?image=dizzy.jpg&file=dizzy.mp4">
    <param name="movie" value="player.swf?image=dizzy.jpg&file=dizzy.mp4" />
    
  </object><!--[if gt IE 6]><!--></object><!--<![endif]-->
</video>
<p>Download Video: <a href="dizzy.mp4">High Quality "MP4"</a> | <a href="dizzy.ogv">Low Quality "OGG"</a></p>
```

**[http://camendesign.com/code/video\\_for\\_everybody](http://camendesign.com/code/video_for_everybody)**

**scripting**





```
var video = document.getElementById( 'myVideo' );  
if (video.paused) {  
    video.play();  
}
```



```
var video = document.getElementById( 'myVideo' );  
if (video.paused) {  
    video.play();  
}  
  
// position & asTime defined elsewhere  
video.addEventListener( 'timeupdate', function () {  
    positon.innerHTML = asTime(this.currentTime);  
}, false);
```

# Simple API

*Methods:* `play()`, `pause()`, `canPlayType(mime)`

*Properties:* `currentTime`, `paused`, `duration`,  
`loop`, `autoplay`, `muted`, `volume`, etc

*Events:* `loadedmetadata`, `canplay`, `progress`,  
`play`, `pause`, `seeking`, `timeupdate`, etc



# Fullscreen?

⚠ **Warning!** User agents **should not provide a public API to cause videos to be shown full-screen.** A script, combined with a carefully crafted video file, could trick the user into thinking a system-modal dialog had been shown, and prompt the user for a password. There is also the danger of "mere" annoyance, with pages launching full-screen videos when links are clicked or pages navigated. Instead, user-agent specific interface features may be provided to easily allow the user to obtain a full-screen playback mode.

HTML5 Demo: video

http://html5demos.com/video

Google

## Video



fullscreen pause 00:07 / 00:25

Note that (at time of writing) [Webkit nightly](#) supports full screen mode, which will add a button above.

[HTML5 demo](#)



This is a proof of concept demonstration of HTML pluginless Video and Audio playback, showing AV content synchronised to chapters, allowing direct access to specific sections





# Yay!

- 1. No plugins required**
- 2. Simple API: play, pause, etc**
- 3. Video & Audio: the same**
- 4. HTML & CSS - no compile or different skills required**



**1. codecs**

**2. our friend IE**



**Flash will be needed  
as a backup to video  
for a while yet.**





REALTIME

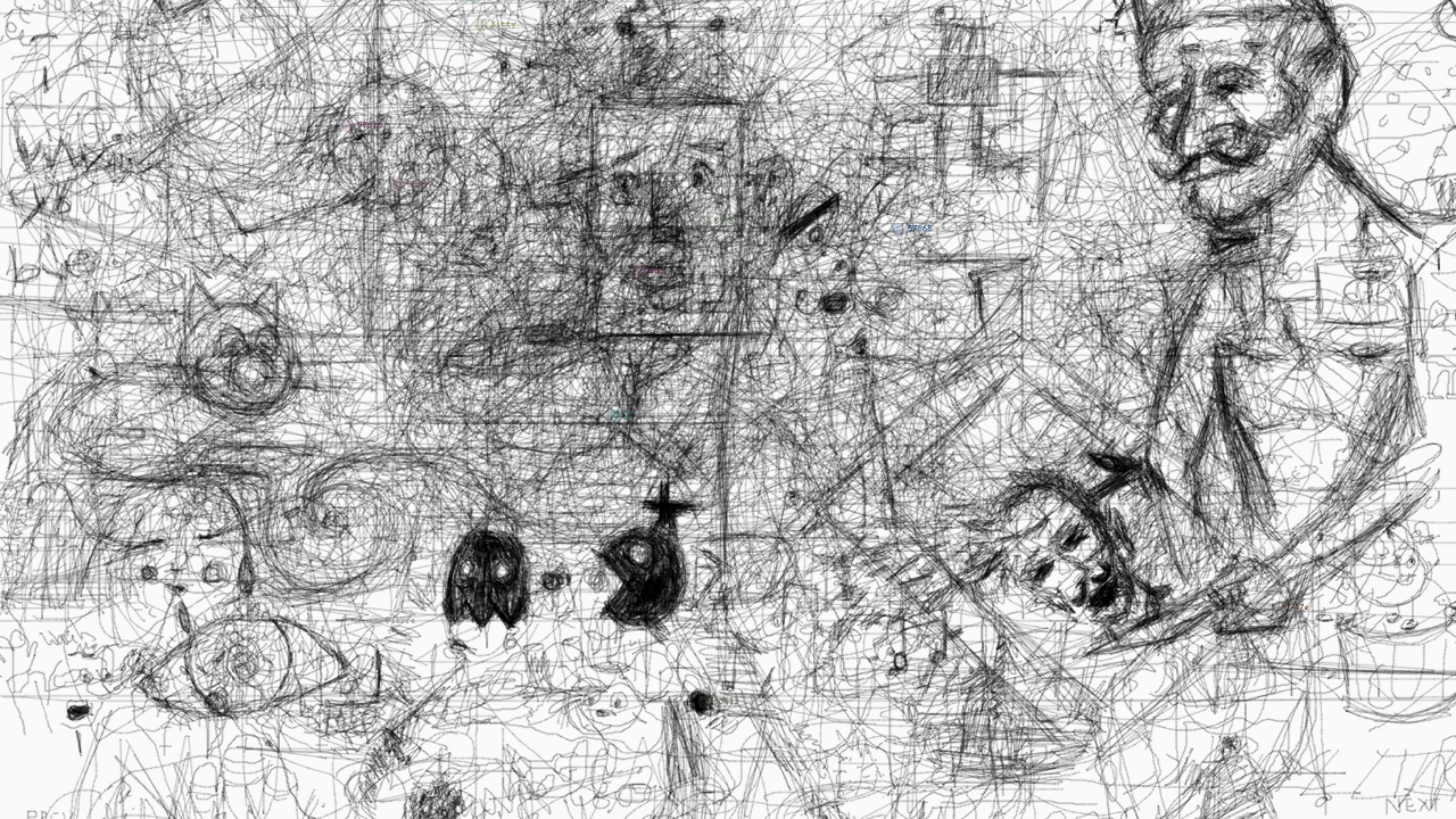






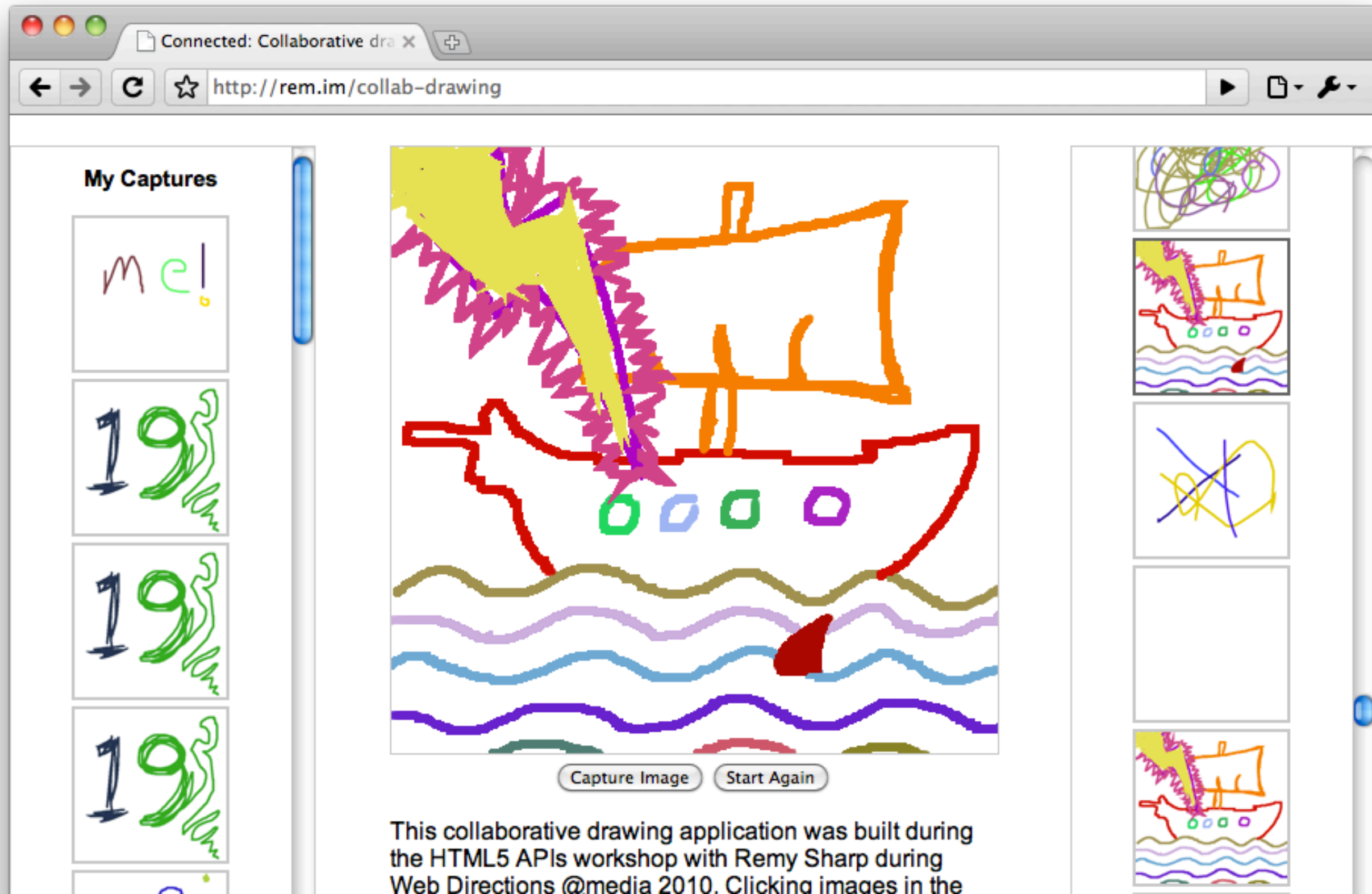








# <http://rem.im/collab-drawing.html>



# Websocket

- **Low latency**
- **Bi-directional**
- **No same-origin rules**
- **chrome, safari, MobileSafari & Firefox**
- **Fallback on Flash...ironically**



# WebSocket

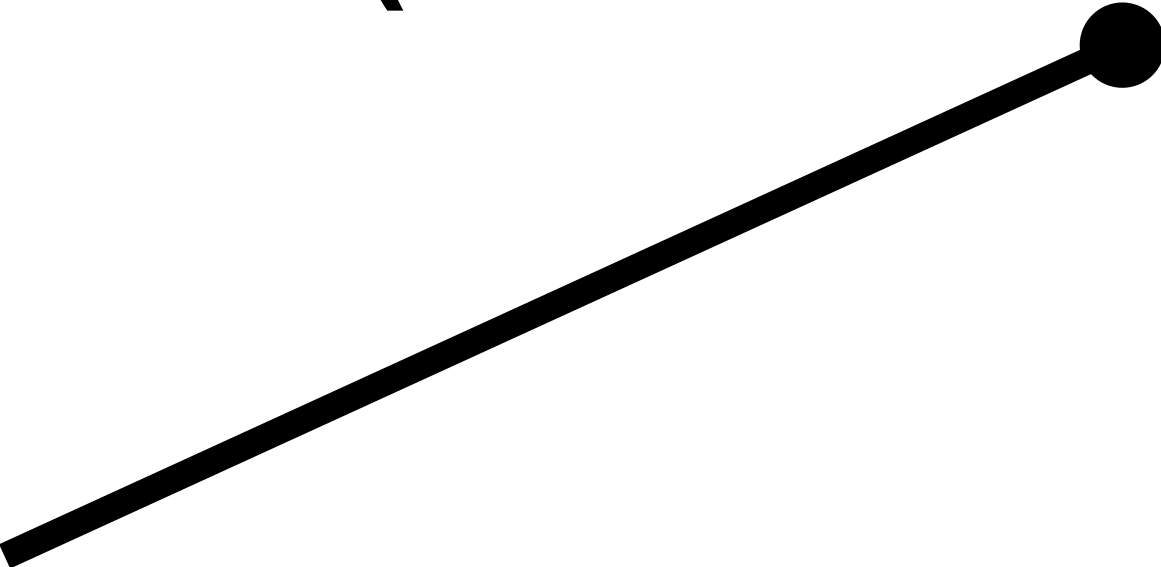
```
var ws = new WebSocket("ws://myserver.com/");
```

```
ws.onmessage = function (event) {  
    var data = JSON.parse(event.data);  
};
```

```
ws.onclose = function () {};
```

```
ws.onopen = function () {};
```

```
ws.onmessage = function (event) {  
    var data = JSON.parse(event.data);  
};
```



**All message data lives here**



# Eventsource

- **server pushed events**
- **same-original rules apply**
- **can fallback with JavaScript**

# EventSource

```
var es = new EventSource("/x-service/");
```

```
es.onmessage = function (event) {  
    var data = JSON.parse(event.data);  
};
```

```
es.onopen = function () {};
```



# Graphics

spring green

silver

cadet blue

salmon

yellow green

turquoise blue

green

wild strawberry

sky blue

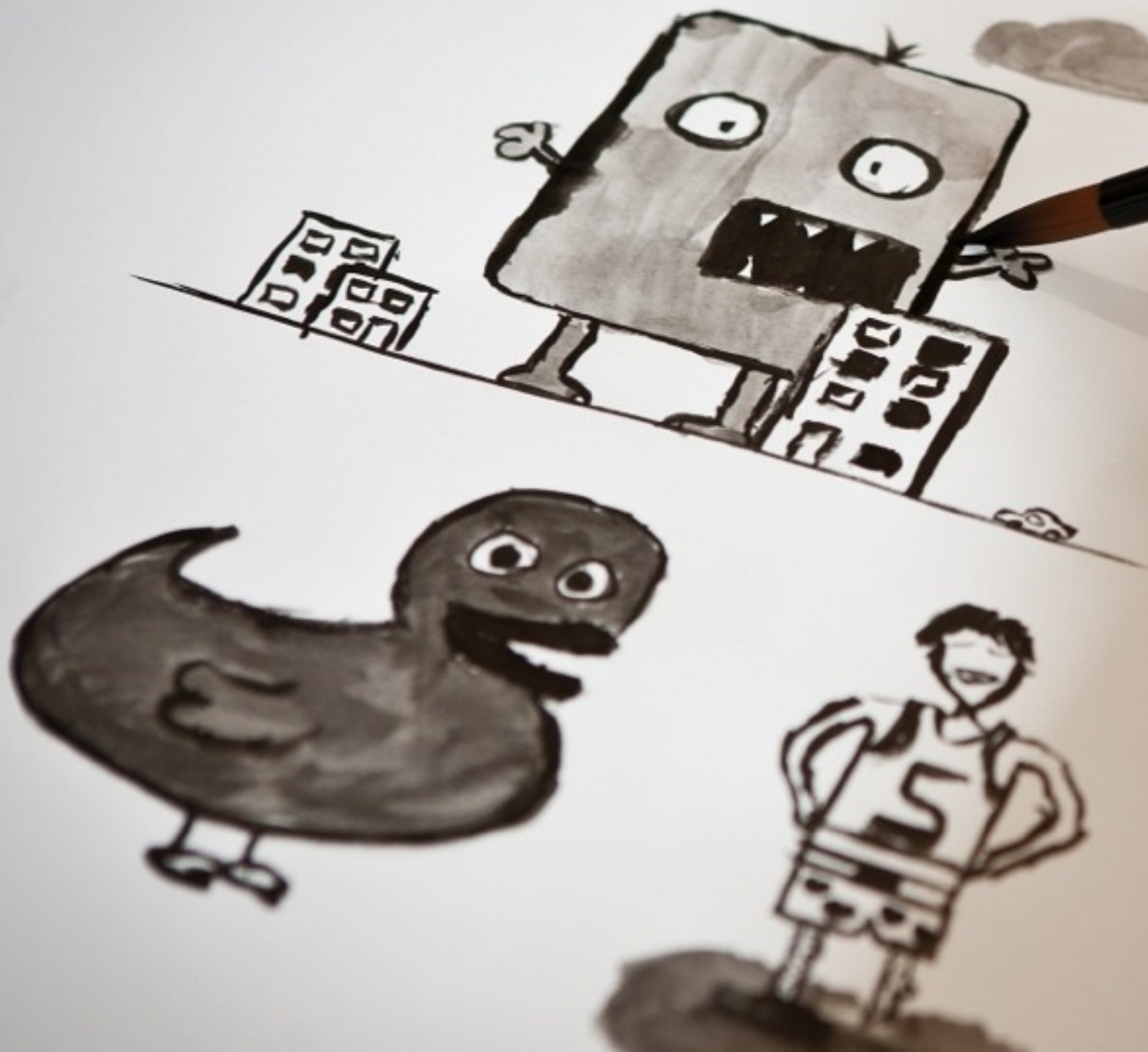
yellow orange

pu...  
tain's majesty

gold



# 2D Graphics

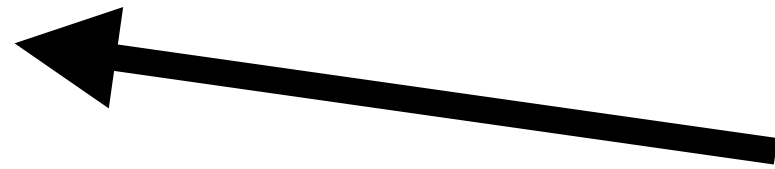




# canvas API

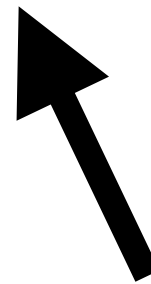


**<canvas></canvas>**



**HTML5**

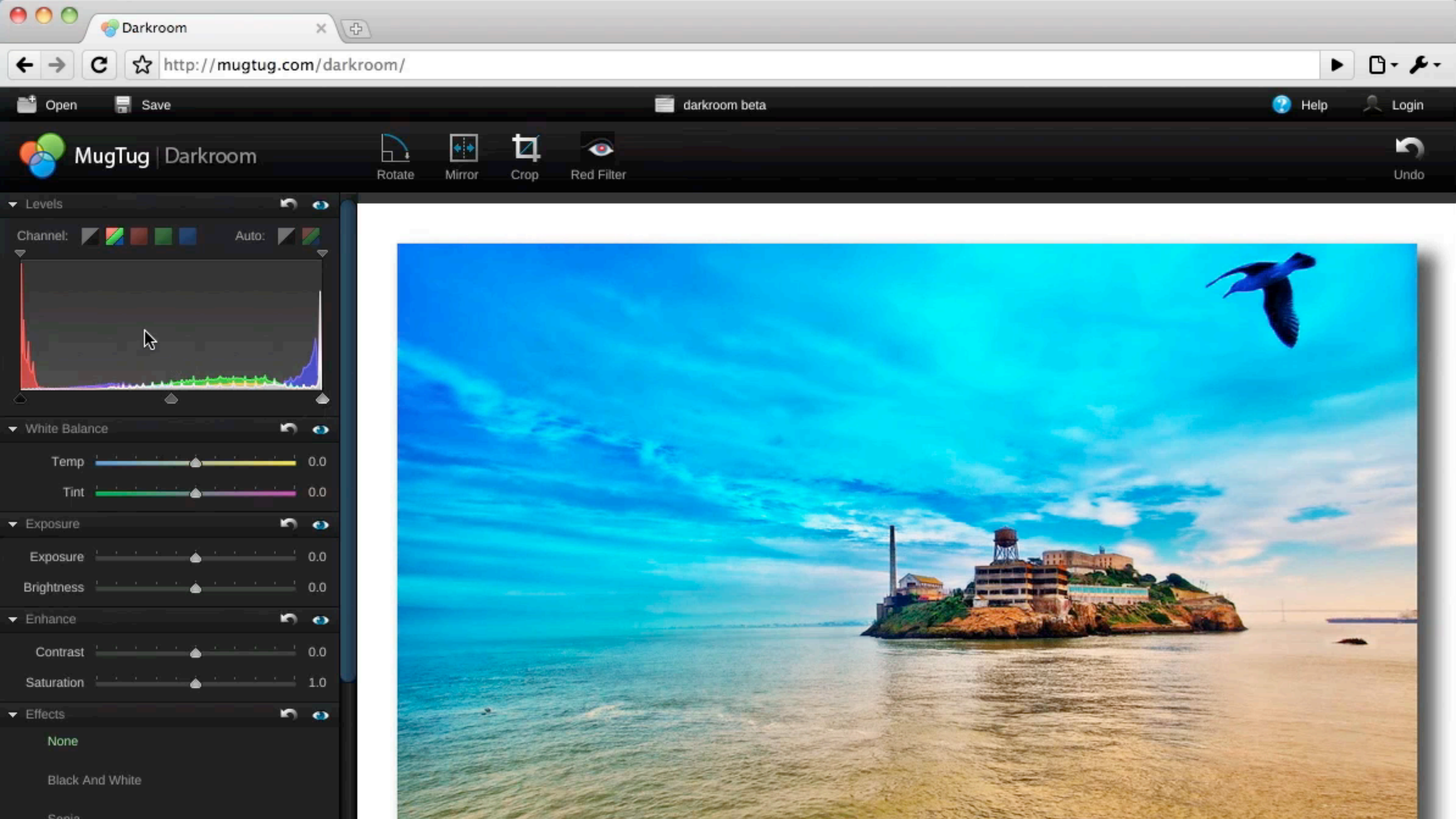
```
var canvas = document.getElementsByTagName( 'canvas' )[0],  
    ctx = canvas.getContext( '2d' );
```



**2D drawing API**



**canvas.getContext( '2d' )**





# Google Analytics – Flash charts



# Interactive Demo – Canvas charts



Carrier

4:46 PM



Loading

gyu.que.jp/jsclath/



Google

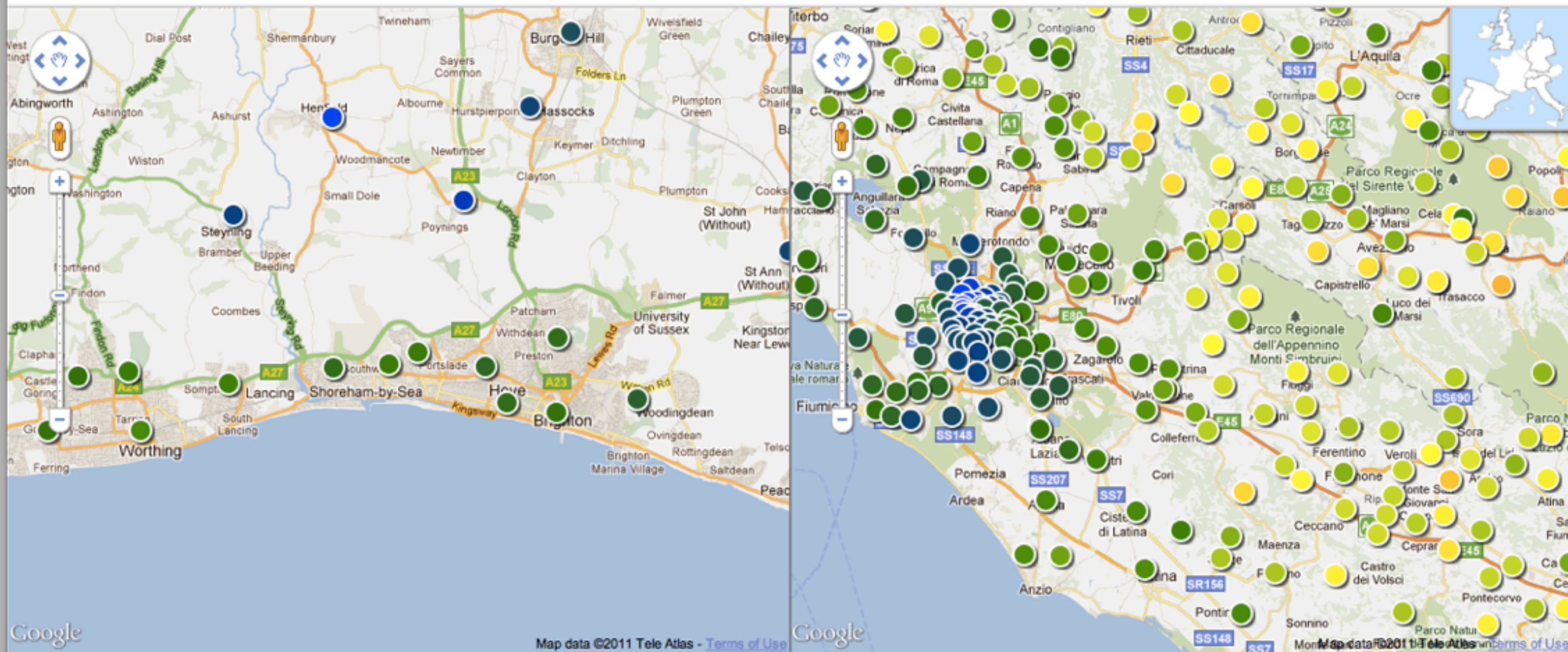




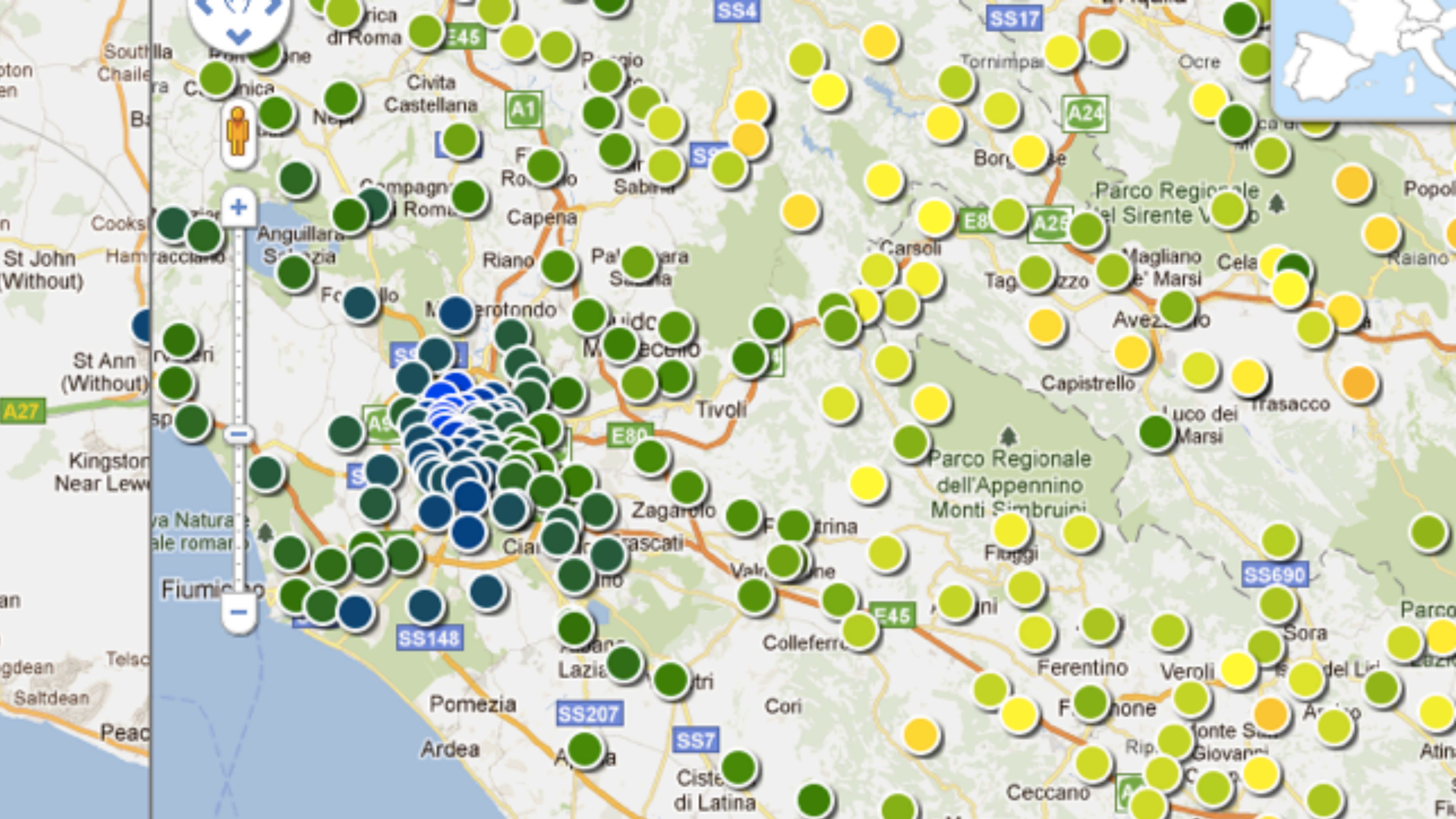
# A Tale Of Two Cities

Quick compare

Price: £27k - £5,572k  
€32k - €6,479k









```
function canvas(w, h) {  
    var ctx = document.createElement('canvas').getContext('2d'),  
        canvas = ctx.canvas;  
    canvas.width = w;  
    canvas.height = h;  
    return ctx;  
}
```

```
var rainbow = canvas(100, 1),  
    rainbowGrad = createRainbow(rainbow);
```

```
rainbow.fillStyle = rainbowGrad;  
var imageData = rainbow.getImageData(0, 0, 100, 1),  
    pixels = imageData.data;
```

```
// loop over each pixel and create the dot image  
for (var i = 0; i < pixels.length; i += 4) {  
    createPoint(pixels, i);  
}
```

```
function createPoint(pixels, i) {
    var dot = canvas(24, 24);

    // outer white circle
    dot.fillStyle = '#fff';
    dot.arc(12, 12, 10, 0, Math.PI * 2, true);

    // drop shadow
    dot.shadowBlur = 2;
    dot.shadowColor = 'rgba(0,0,0,.7)';
    dot.shadowOffsetX = 2;
    dot.shadowOffsetY = 2;

    // fill outer ring
    dot.fill();
```



```
// remove shadow
dot.shadowBlur = 0;
dot.shadowColor = 'rgba(0,0,0,0)';

dot.fillStyle = 'rgb(' + [
    pixels[i],    // red
    pixels[i+1],  // green
    pixels[i+2]   // blue
].join(',') + ')';

// start inner circle
dot.beginPath();
dot.arc(12, 12, 8, 0, Math.PI*2, true);

// fill inner circle
dot.fill();
```

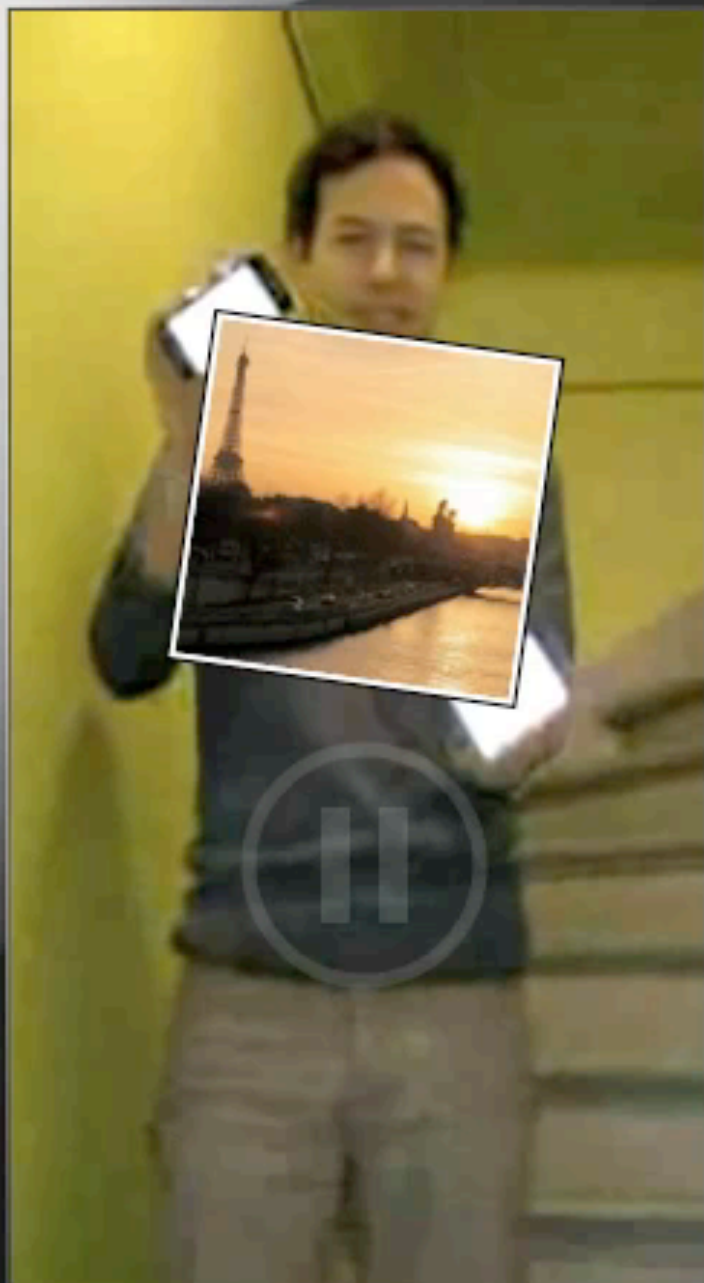
```
new google.maps.MarkerImage(
    dot.canvas.toDataURL('image/png')
);
```

```
}
```

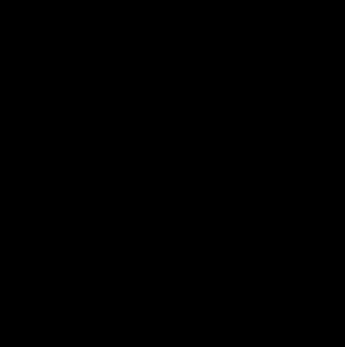


```
new google.maps.MarkerImage(  
    dot.canvas.toDataURL( 'image/png' )  
);
```

4



**Choose a pattern:**

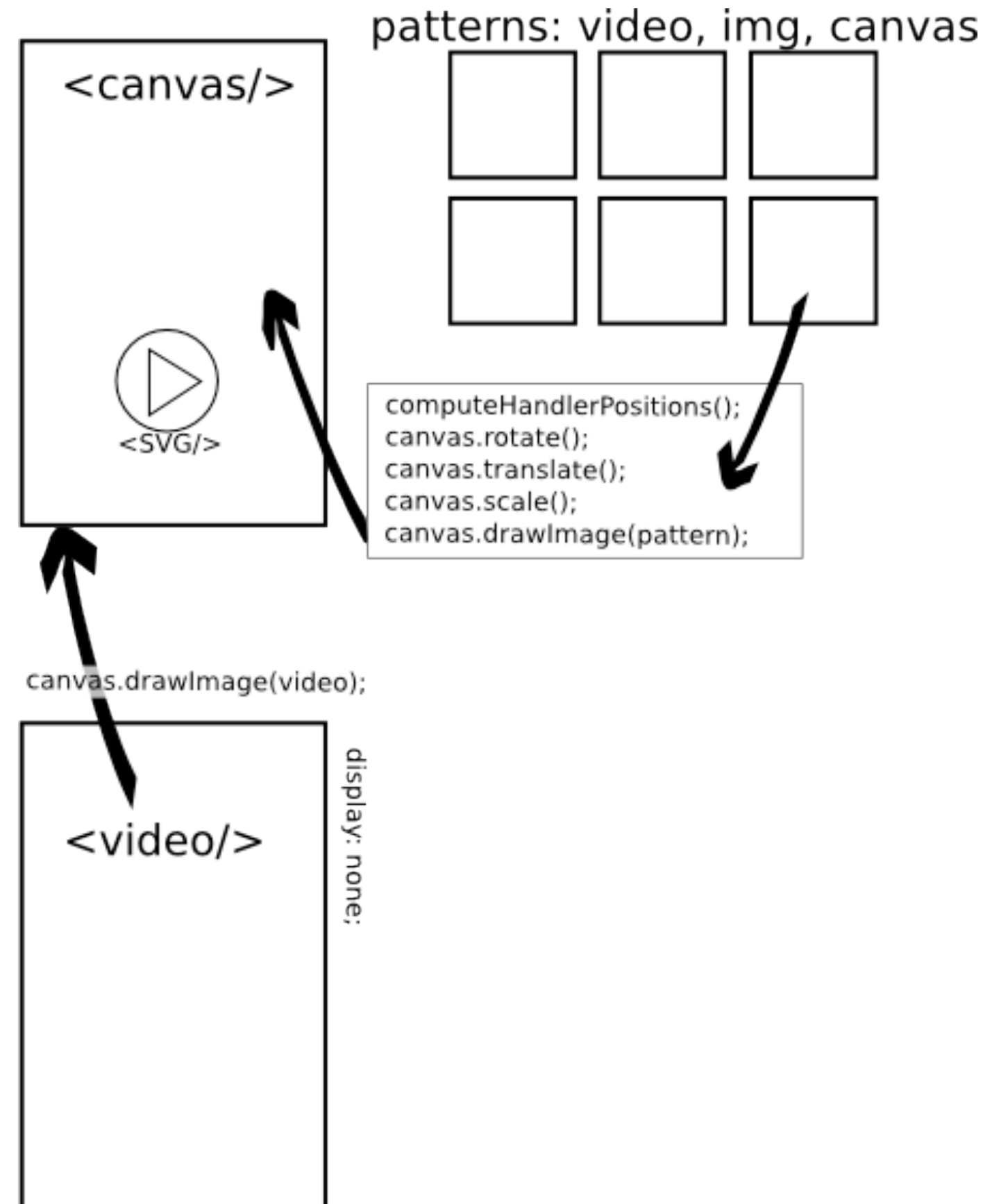


The first two studies were conducted by researchers at the University of Michigan, who found that people who had been exposed to violence during childhood were more likely to have mental health problems as adults than those who had not. The third study was conducted by researchers at the University of California, Los Angeles, and found that children who had been exposed to violence during childhood were more likely to have mental health problems as adults than those who had not. These findings suggest that exposure to violence during childhood can have long-term effects on mental health. However, it is important to note that these studies did not control for other factors that could influence mental health outcomes, such as family environment, social support, and individual characteristics. Therefore, while there is evidence suggesting a link between childhood violence exposure and adult mental health problems, further research is needed to better understand the complex relationship between these factors.

clear 3



- 1. Timer paints video into canvas**
- 2. Reads all pixels for bright spots**
- 3. Translates to the vector**
- 4. Draws selected input**



**1. Flash and canvas share the same  
black box features**

**2. People will abuse the technology**





# scalable vector graphics



**Native SVG in Firefox...**



**...using Flash!**



**Raphaël.js**



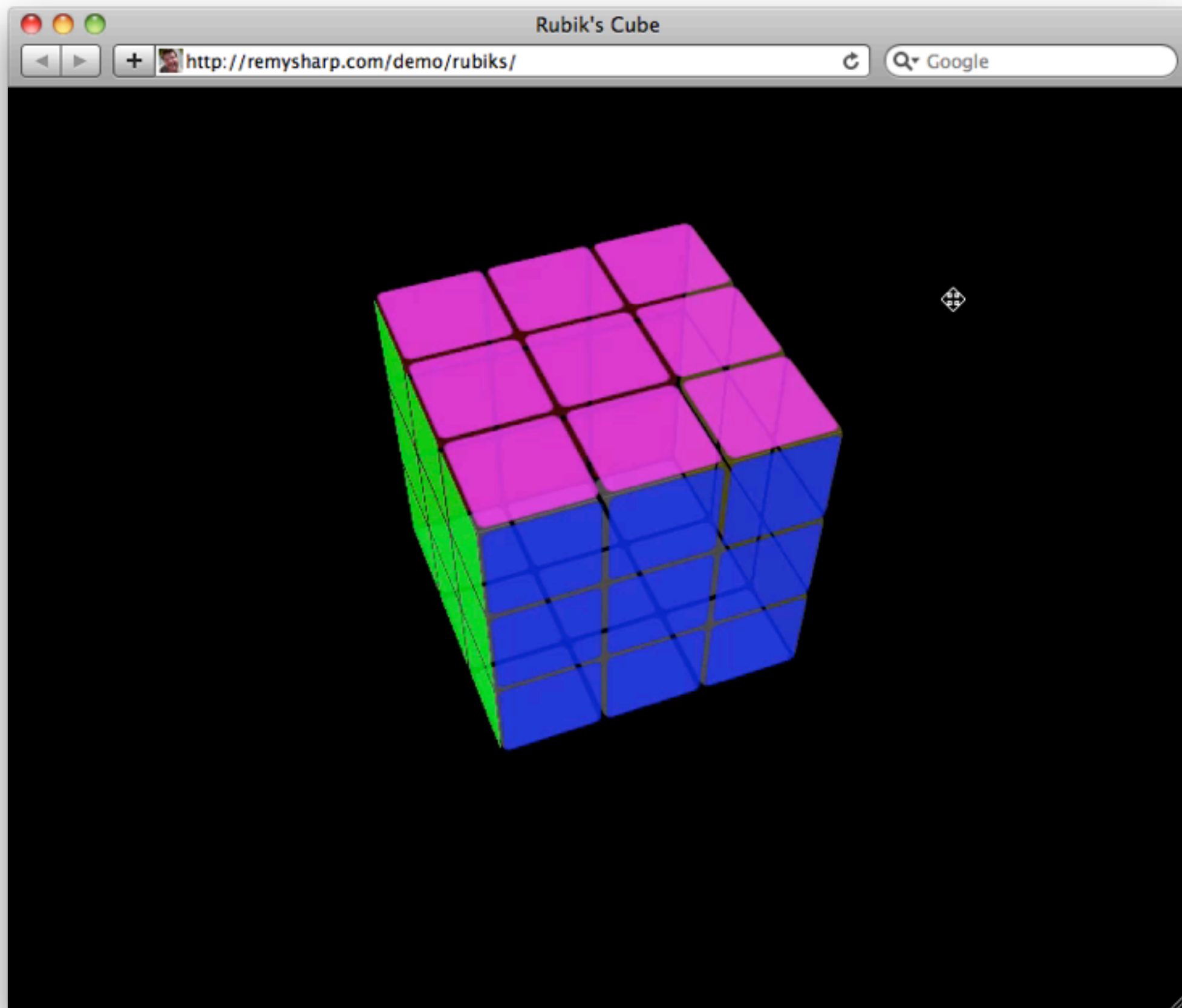
# 3D



# CSS

**Yeah, 3D CSS.**





```
#canvas {  
  -webkit-perspective: 800;  
  -webkit-perspective-origin: 50% 20em;  
}  
  
#rubiks {  
  -webkit-transform-style: preserve-3d;  
  -webkit-transform: rotateX(15deg) rota  
}  
  
#rubiks .face1 {  
  -webkit-transform: rotateX(90deg) tran  
}  
  
#rubiks .face2 { /* front */  
  -webkit-transform: translateZ(10.8em);  
}  
  
#rubiks .face3 {  
  -webkit-transform: rotateY(90deg) tran  
}  
  
#rubiks .face4 { /* back face */  
  -webkit-transform: rotateY(180deg) tra  
}  
  
#rubiks .face5 {  
  -webkit-transform: rotateY(-90deg) tra  
}
```

**WebGL**







1. POACHED EGGS



SCORE  
0

★  
0 / 189

CHROME



SCORE  
0



# Mobile?

*WebGL in Firefox  
on Nokia N900*



# #tweetcoding with canvas

[lmrivas](#)

Oscilloscope : Noisy pulse #tweetcoding <http://twitter.com/lmrivas/status/1267192483>  
Mon, 02 Mar 2009 00:06:55 +0000

[lmrivas](#)

```
i++;g.clear();ls(1);for(j=0;j<600;j++){g.drawCircle(j,200+50*s((i-j/9)/2)-25*r()*s((i-j/5*r())),1)}
```

[See Result](#)

[See submission tweet](#)

Mon Mar 02 00:06:19 +0000 2009



[tomee6](#)

#tweetcoding "diagonal snake" use the mouse to direct the snake and go as long as you can. <http://twitter.com/tomee6/status/1267109791>  
Sun, 01 Mar 2009 23:41:19 +0000



[tomee6](#)

```
if(!i++){g.clear();mt(5,5);o={x:5,y:5};a="+o.x+o.y;b=o[a];ls(b?b:i/42,7<<b);b?i=0:o[a]=23;lt(o.x+=o.x<mouseX?5:-5,o.y+=o.y<mouseY?5:-5);
```

[See Result](#)

[See submission tweet](#)

Sun Mar 01 23:39:25 +0000 2009

[LorenBednar](#)

#tweetcoding "One Sine Day" mouse left and right to move :) (fixed) <http://twitter.com/LorenBednar/status/1266830638>  
Sun, 01 Mar 2009 22:13:20 +0000



**...or just ask  
a question :)**

**- @rem**